

# The FEMA P-58 Methodology

Next-Generation Performance-Based Seismic  
Design for Buildings

April 4, 2016

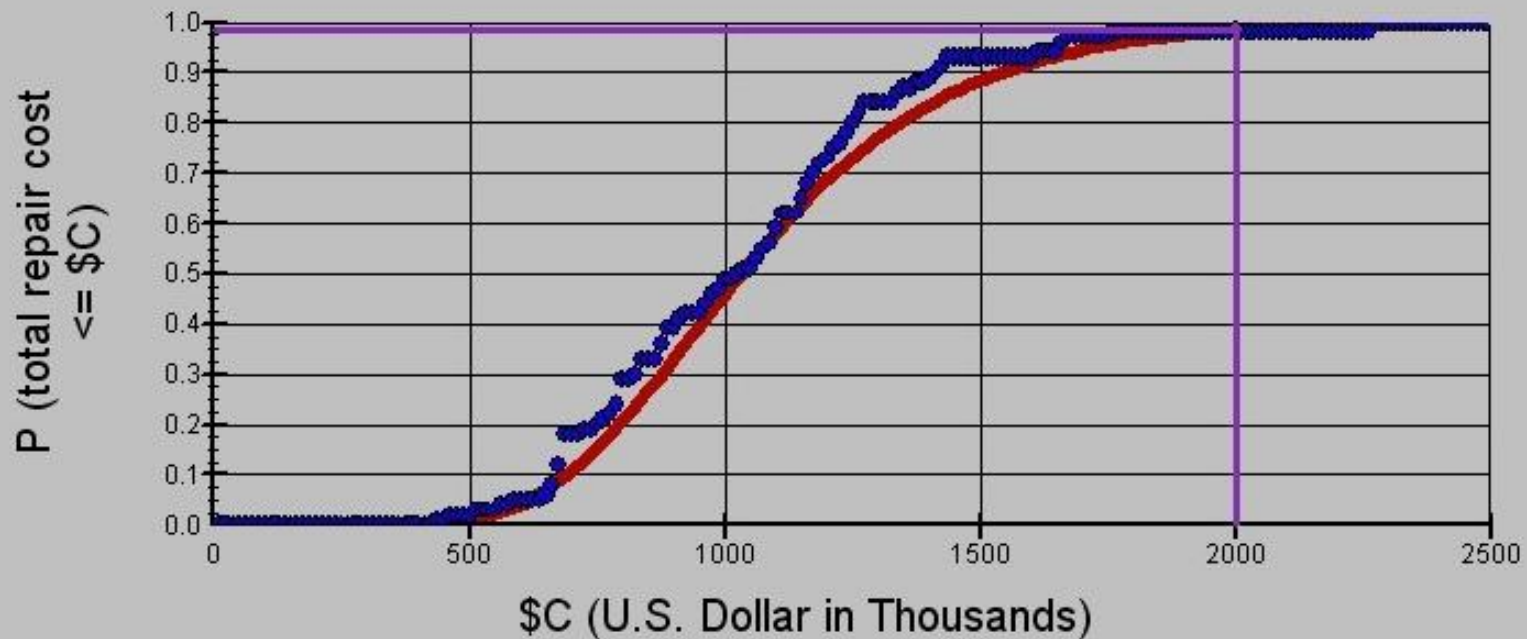
# FEMA P-58

- **A methodology and supporting tools to assess building seismic performance in terms of the probable consequences of building response to earthquakes, including:**
  - **Casualties (deaths & serious injuries)**
  - **Direct economic loss (repair and replacement costs)**
  - **Indirect economic and social loss (red tags and repair time)**
  - **Energy and Carbon consequences of poor performance (currently under development)**

# Assessment Types

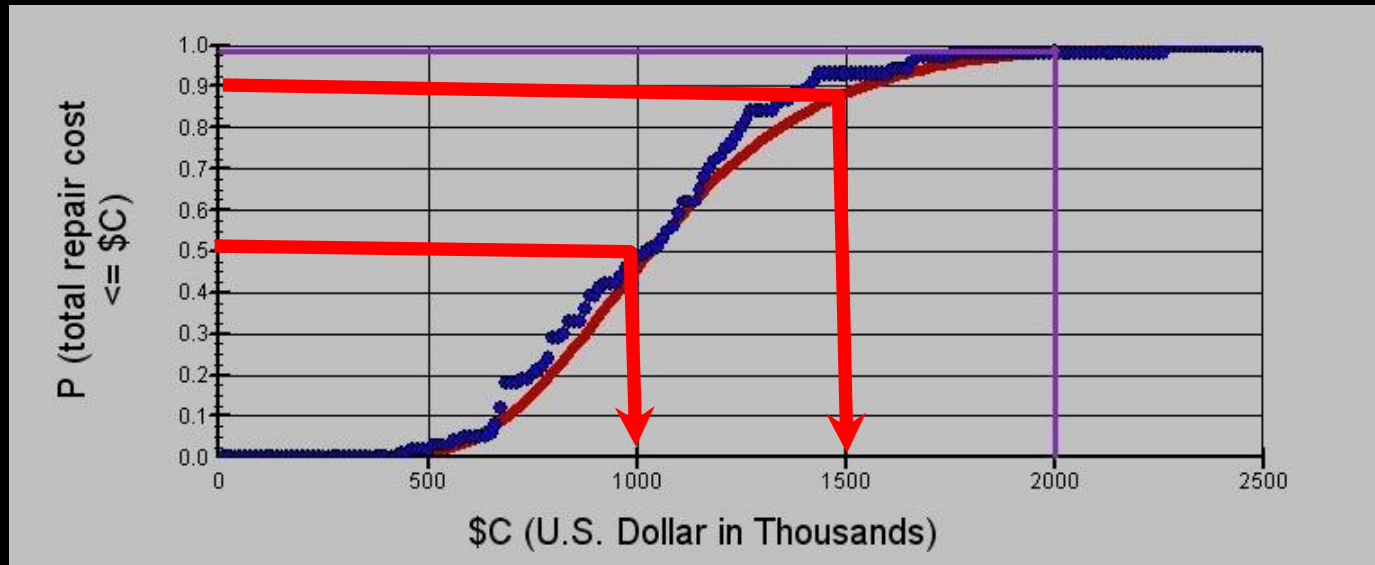
- **Intensity-based**
  - Performance given a specific acceleration response spectrum
- **Scenario-based**
  - Performance given a specific earthquake scenario, e.g. repeat of 1811-1812 New Madrid events
- **Time-based**
  - Performance over a period of time, considering all possible earthquakes, and their individual probabilities of occurrence

# FEMA P-58 Performance Results



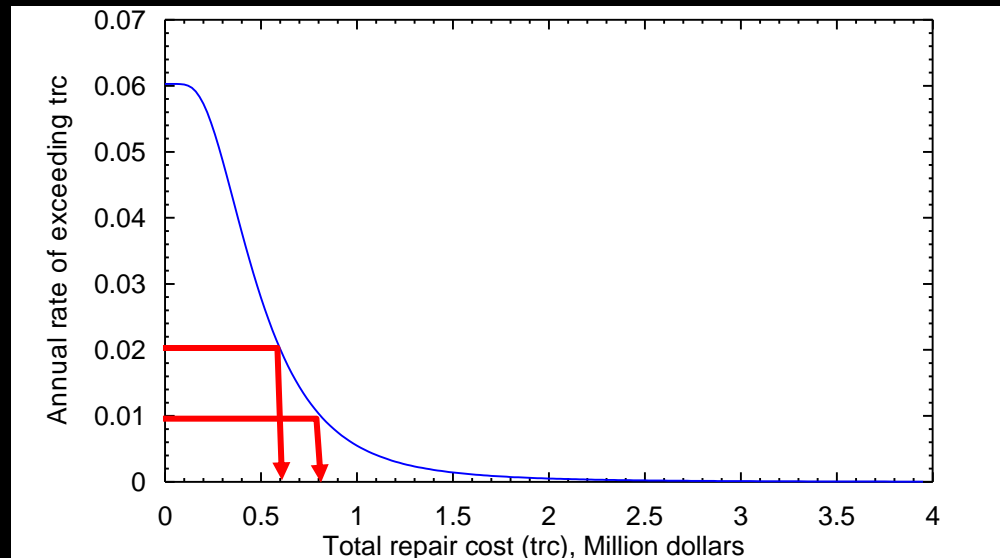
**Loss Distribution**

# Intensity- and Scenario-Based Assessments



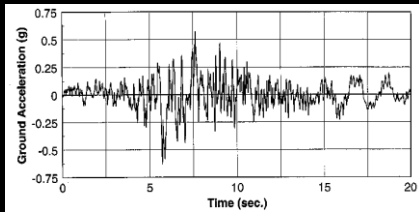
- 50% probability that repair cost (for the scenario or intensity) will not exceed \$1M, 1 month repair, 1 injury
- 90% confidence that repair cost (for the scenario or intensity) will not exceed \$1.5M, 1.5 month repair, 3 injuries, 1 death
- Expected loss (for scenario or intensity) of \$1.2M

# Time-based Assessments

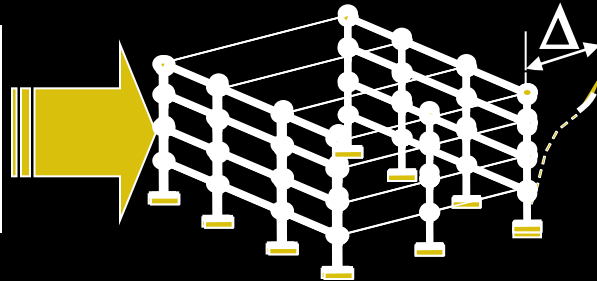


- 50-year loss = \$600,000
- 100-year loss = \$800,000
- Average annual loss = \$66,000

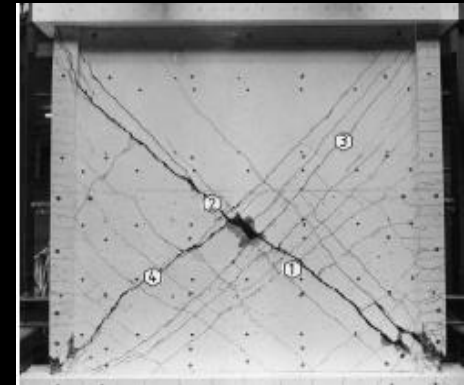
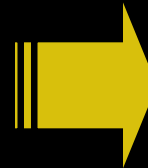
# The Process



Ground  
Motion



Structural  
Response



Damage



# Step 1 – Building Performance Model

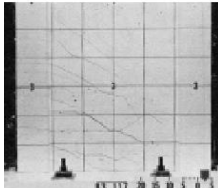
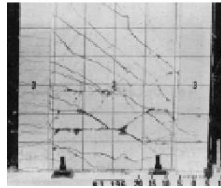
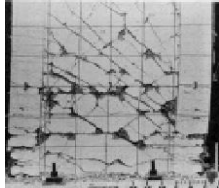
- **Methodical building description**
  - **Site characteristics**
  - **Structural system & details**
    - Damage states, fragility relationships, and consequences of damage
  - **Nonstructural components & systems**
    - Damage states, fragility relationships, and consequences of damage
  - **Occupancy**
    - People at risk, locations, time of day



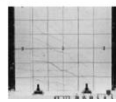
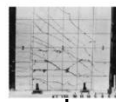
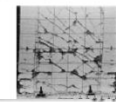
# Building Performance Model

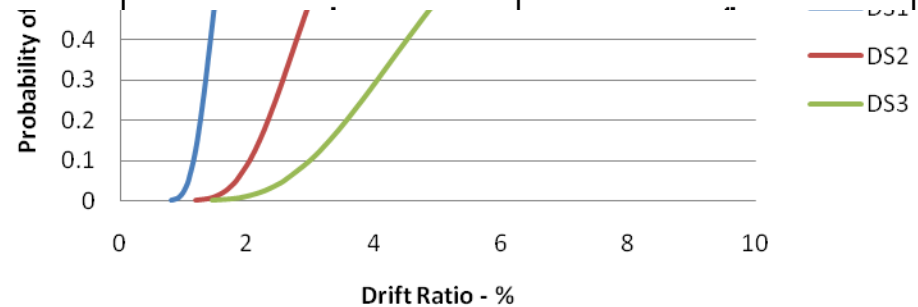
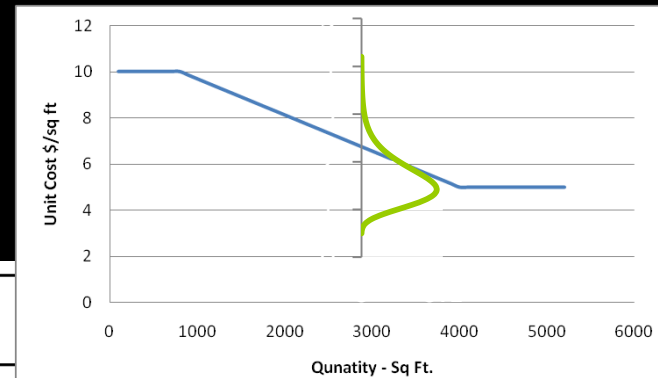


# Fragility Specification




Fragility Specification			
B1044.000 Reinforced Concrete Shearwalls			
BASIC COMPOSITION	Reinforced concrete and finishes both sides		
Units for basic quantities	Square feet of wall area		
DAMAGES STATES, FRAGILIITES, AND CONSEQUENCE FUNCTIONS			
DESCRIPTION	DS1	DS2	DS3
	Flexural cracks < 3/16" Shear (diagonal) cracks < 1/16"	Flexural cracks > 1/4" Shear (diagonal) cracks > 1/8"	Max. crack widths >3/8" Significant spalling/ loose cover
ILLUSTRATION (example photo or drawing)			
MEDIAN DEMAND	1.5%	3.0%	5.0%
BETA	0.2	0.3	0.4
CORRELATION (%)	70%		
DAMAGE FUNCTIONS	Patch cracks each side with caulk Paint each side	Remove loose concrete Patch spalls with NS grout  Patch cracks each side with caulk Paint each side	Shore Demo existing wall Replace Patch and paint
CONSEQUENCE FUNCTION			
Max. consequence up to lower quantity	\$4.00 per sq ft up to 800 sq ft	\$10.00 per sq ft up to 800 sq ft	\$50.00 per sq ft up to 200 sq ft
Min consequence over upper quantity	\$2.00 per sq ft over 4000 sq ft	\$5.00 per sq ft over 4000 sq ft	\$30.00 per sq ft over 2000 sq ft
Beta (consequence)	0.2	0.3	0.3
TIMEFRAME TO ADDRESS CONSEQUENCES	days	weeks	months

# Fragility Specification

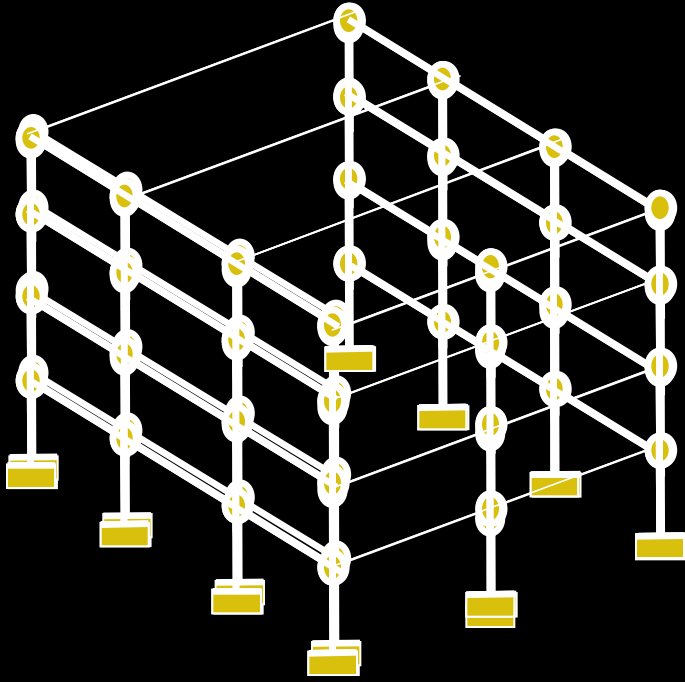
Fragility Specification B1044.000 Reinforced Concrete Shearwalls			
BASIC COMPOSITION	Reinforced concrete and finishes both sides		
Units for basic quantities	Square feet of wall area		
DAMAGES STATES, FRAGILITIES, AND CONSEQUENCE FUNCTIONS			
DESCRIPTION	DS1	DS2	DS3
	Flexural cracks < 3/16" Shear (diagonal) cracks < 1/16"	Flexural cracks > 1/4" Shear (diagonal) cracks > 1/8"	Max. crack widths > 3/8" Significant spalling/ loose cover
ILLUSTRATION (Concrete photo or drawing)			
<b><u>MEDIAN DEMAND</u></b>			<b>1.5%</b>
<b><u>BETA</u></b>			<b>0.2</b>
		Patch cracks each side with caulk Paint each side	Patch and paint
<b><u>CONSEQUENCE FUNCTION</u></b>			
Max. consequence up to lower quantity			\$4.00 per sq ft up to 80
Min. consequence over upper quantity			\$2.00 per sq ft over 40
Beta (consequence)			0.2



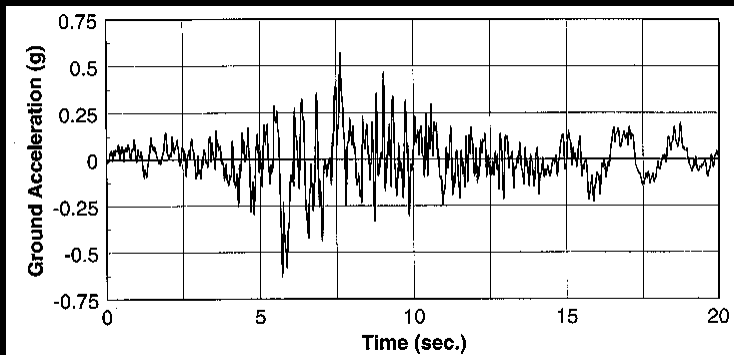
# Fragility Specification

Fragility, damage measures, and consequence functions for Interior Partitions Type 9a C1011.009a				
<u>BASIC COMPOSITION</u>		Full height 5/8 inch gypsumboard screwed on metal studs. No slip track or window panels.		
<u>NORMATIVE QUANTITIES</u>		Linear feet of partition wall oriented in a specified direction per square foot of floor area at a specified level. This quantity will be multiplied by story height to obtain square feet of partition wall.		
DAMAGES STATES, FRAGILITES, AND CONSEQUENCE FUNCTIONS				
<u>DESCRIPTION</u>	DS1	DS2	DS3	
	Visible damage and small cracks in gypsum boards that can be repaired with taping, pasting and painting. No window and door damage	Extensive cracking or crushing in gypsum boards and minimal or no damage to metal studs. Re-hang door.	Severe damage to gypsum boards and enough damage to metal studs and runners	
<u>ILLUSTRATION</u> (example photo or drawing)				
<u>MEDIAN EDP</u> (interstory drift in specified direction)	0.20%	0.80%	1.40%	
<u>BETA</u>	0.40	0.40	0.40	
<u>CORRELATION (%)</u>	low	low	low	
<u>REPAIR MEASURES</u>	Taping, patching and painting	Replacing the gypsum boards, and then taping, and painting  Re-hang doors	Remove damaged materials Reframe walls Repair damaged electrical Install new Gyp Tape, Sand and Paint  Includes some door repairs  Includes some minor mechanical repairs	
<u>CONSEQUENCE FUNCTION</u> Cost per sq ft of interior partition				
Max. cost up to lower quantity	\$ 3.33	\$ 5.56	\$ 12.92	
	100	100	100	
Min cost over upper quantity	\$ 2.94	\$ 4.76	\$ 10.92	
	10,000	10,000	10,000	
Beta (cost)	0.20	0.30	0.30	
<u>TIMEFRAME FOR REPAIRS</u>	Minor repairs can be done in a couple of days, including repainting patches	Larger repairs take min. 5 days to remove damage, patch and paint	Major reframing of walls and mechanical damage repairs will take a minimum of 10 days, and possible longer depending on crew size, amount of damage, and availability of mechanical parts for repairs	

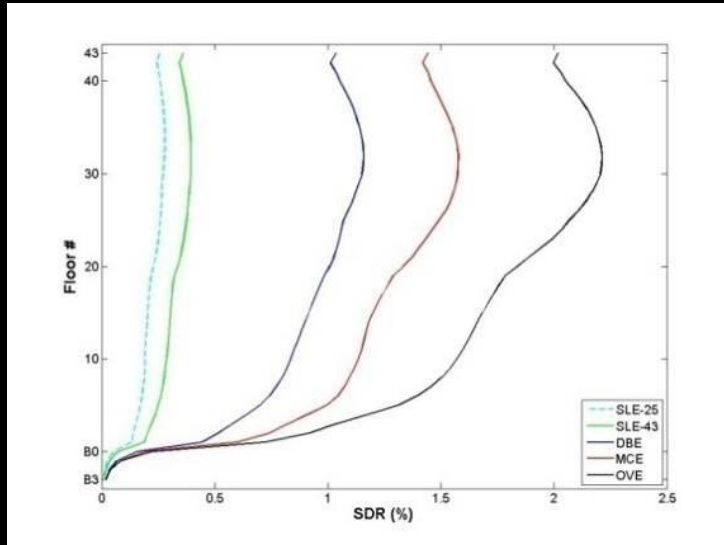
# Step 2 – Structural Analysis



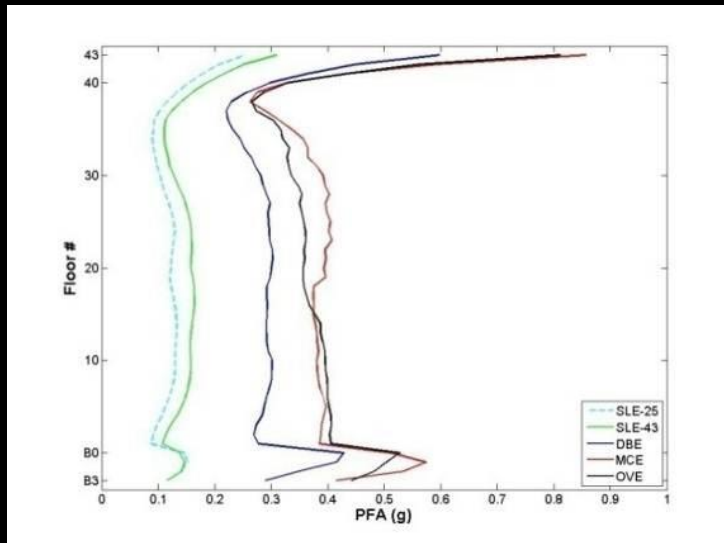
Peak Ground Acceleration	Drift Ratio
0.2g	1.0%
0.5g	2%
1.0g	5%



# Analysis Results

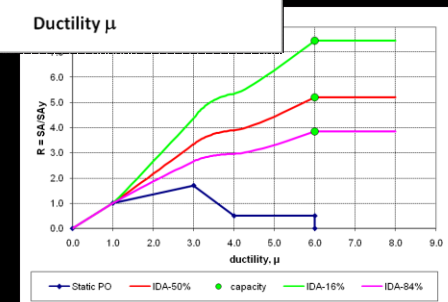
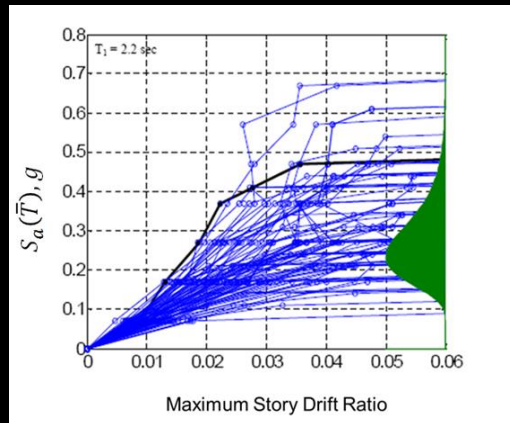


- Median values of peak transient:
  - Story drift
  - Floor acceleration
  - Floor velocity



# Step 3 – Collapse Fragility Development

- IDA approach similar to ATC-63
- Pushover analysis (similar to ASCE 41) & SPO2IDA tool
- Judgment-based



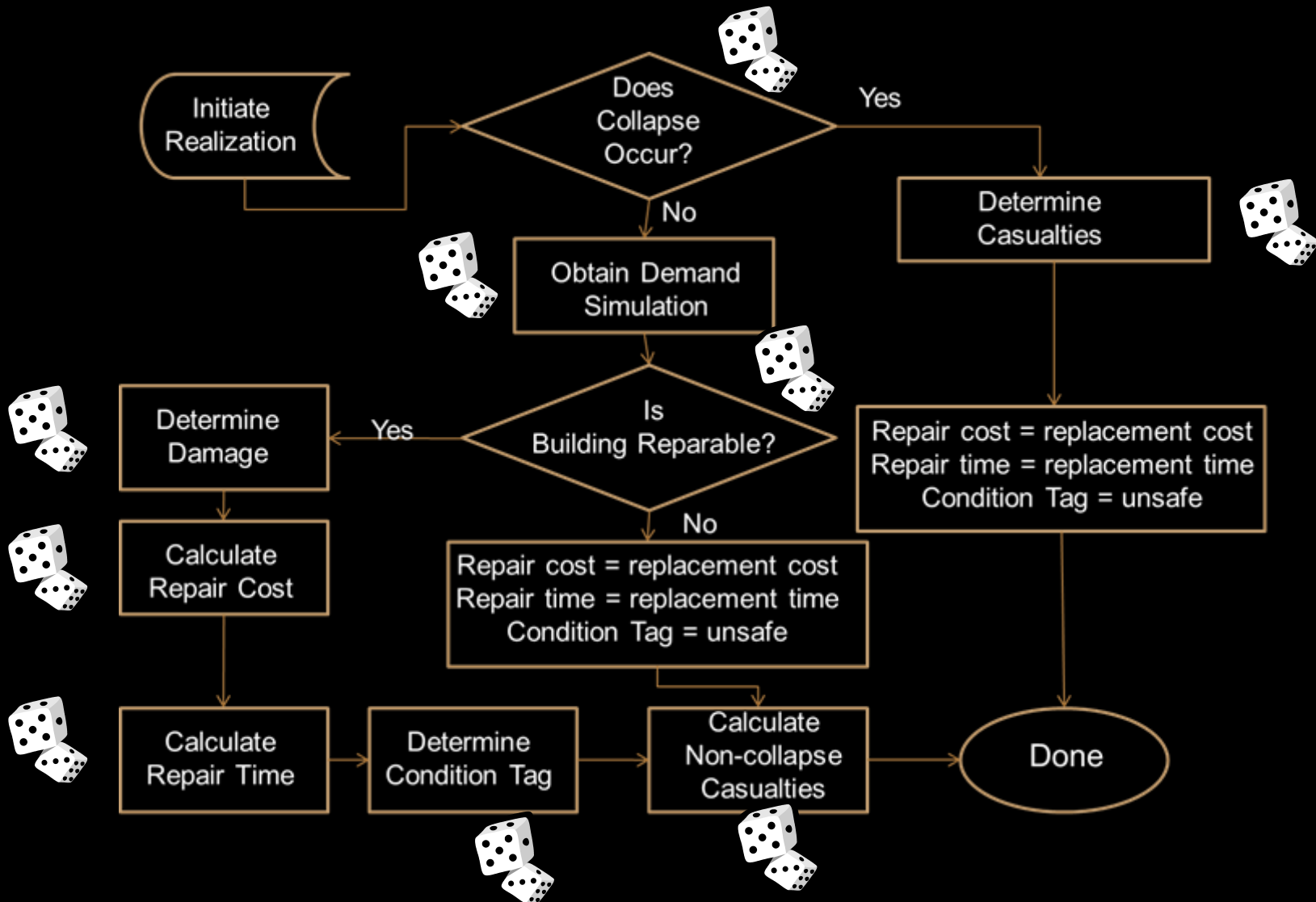
# Step 4 – Calculate Performance



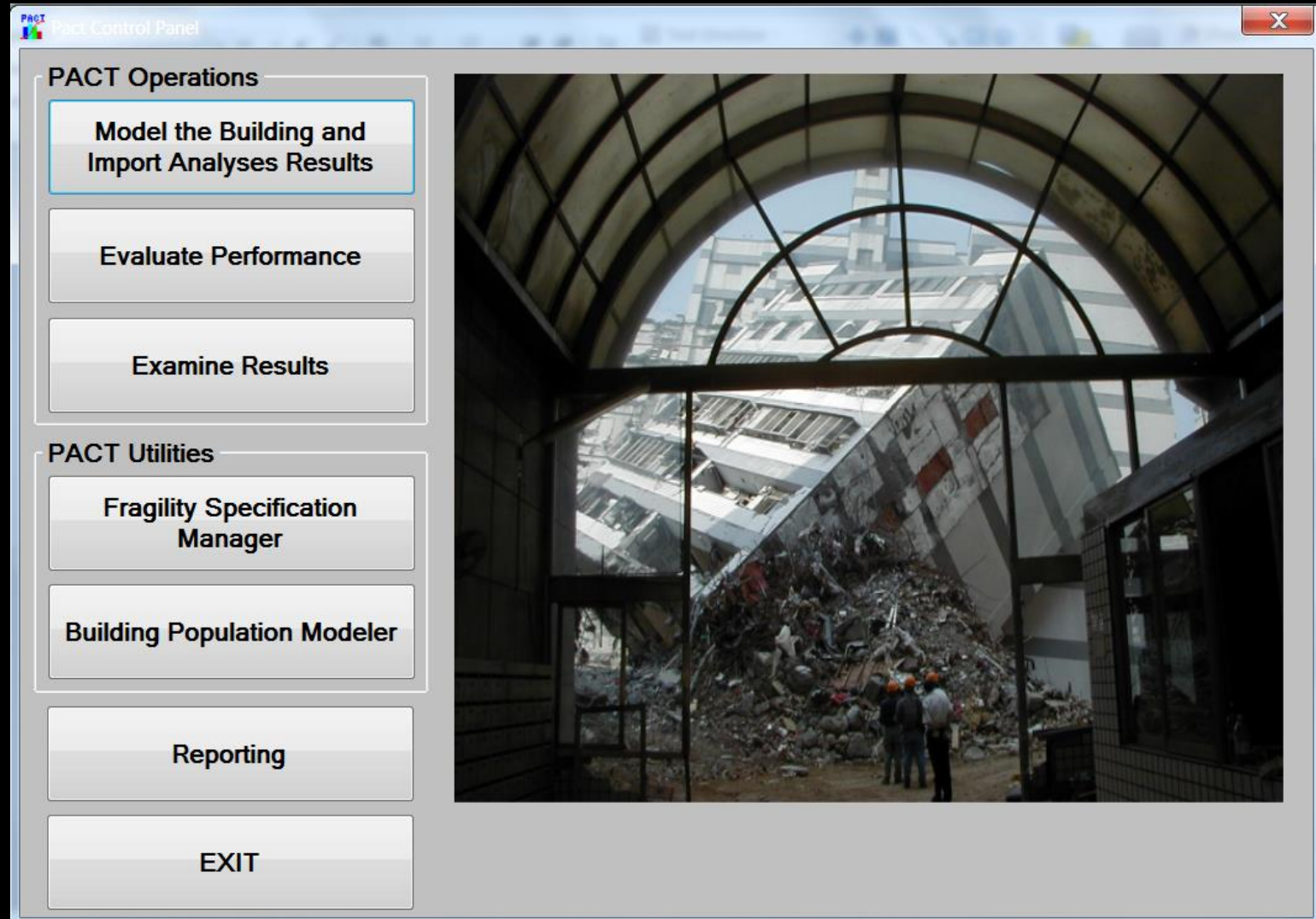
- Monte Carlo Process
- Hundreds to thousands of “spins”
- For each “spin” termed a “realization”
- Unique
  - Demands
  - Damage
  - Consequences



# Computing Building Performance



# Performance Assessment Calculation Tool



# Repair Cost

File Edit Tools Help

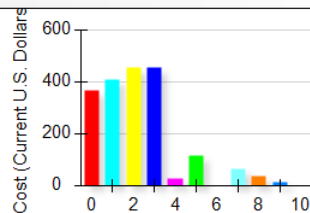
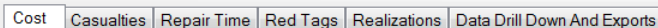
Intensity Number:

6

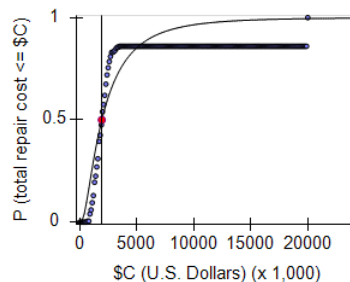
Done

Show Time Based Results

## Scale Breaks

☒ Show Entire Graph☐ Use Scale Breaks

Performance Groups  
(Showing Weighted Average of Realizations 117 and 187)



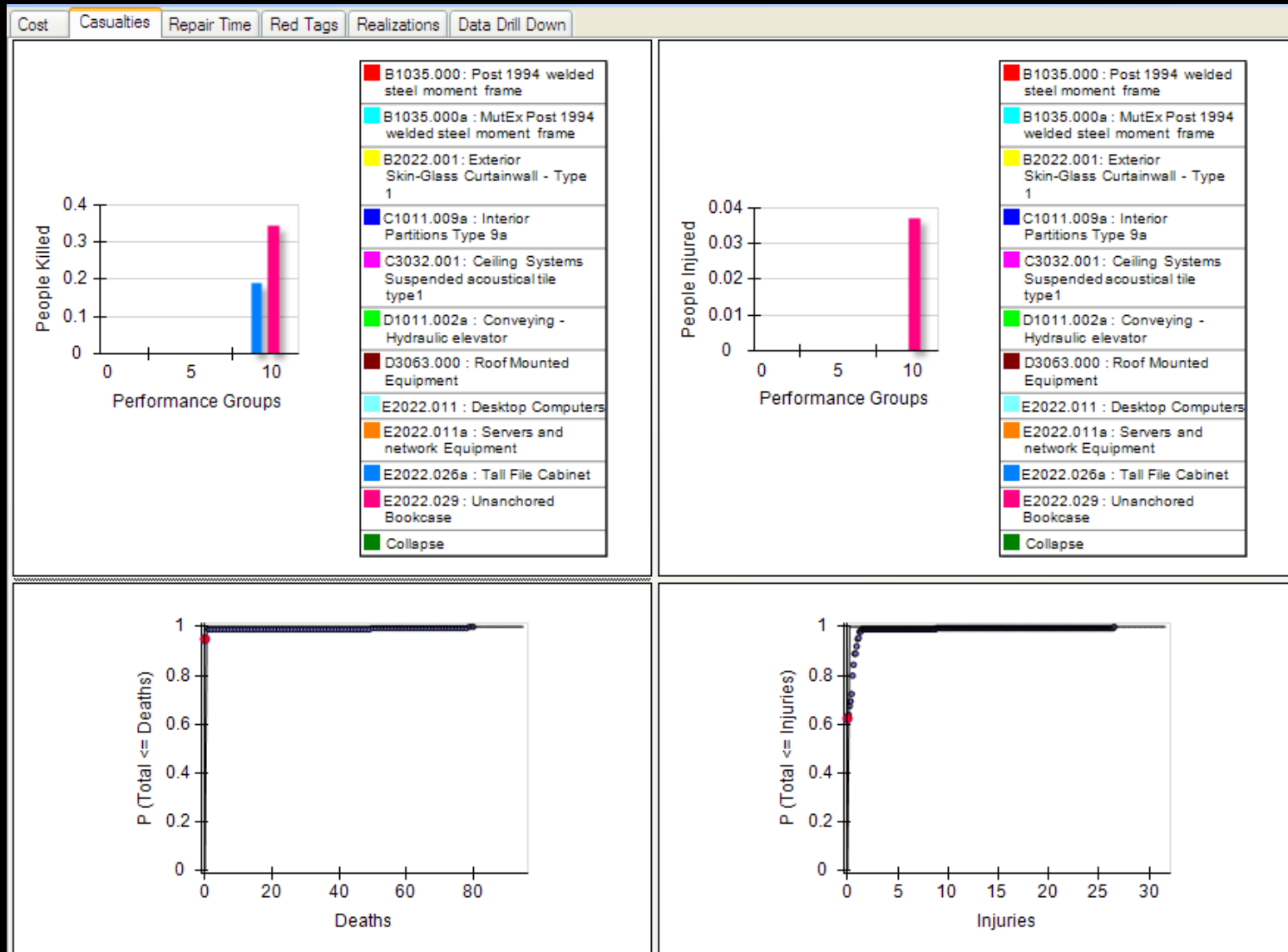
— Lognormal Fitted Curve  
● Binned Values

Cost	1938461.53846154
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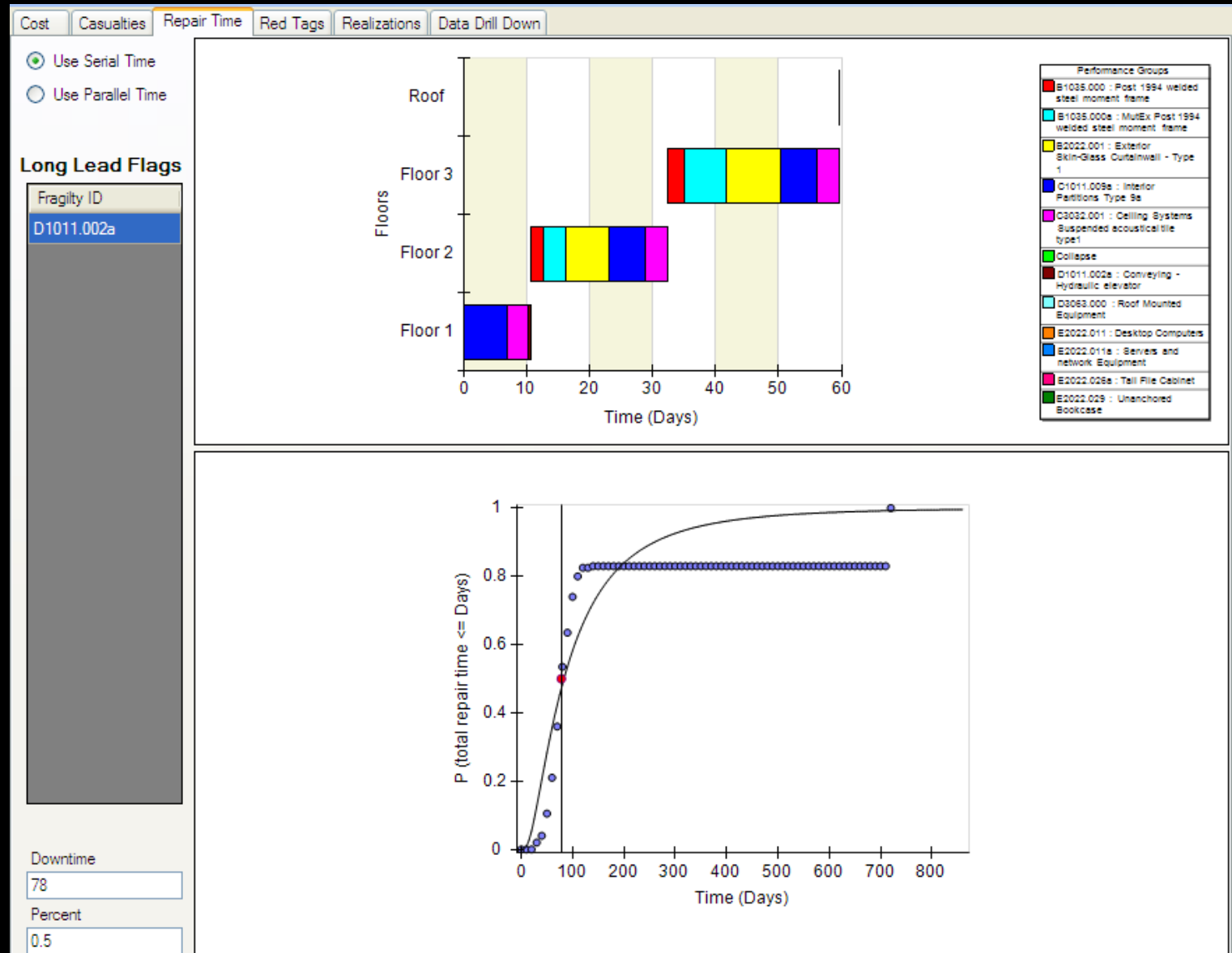
Fraction

0.5

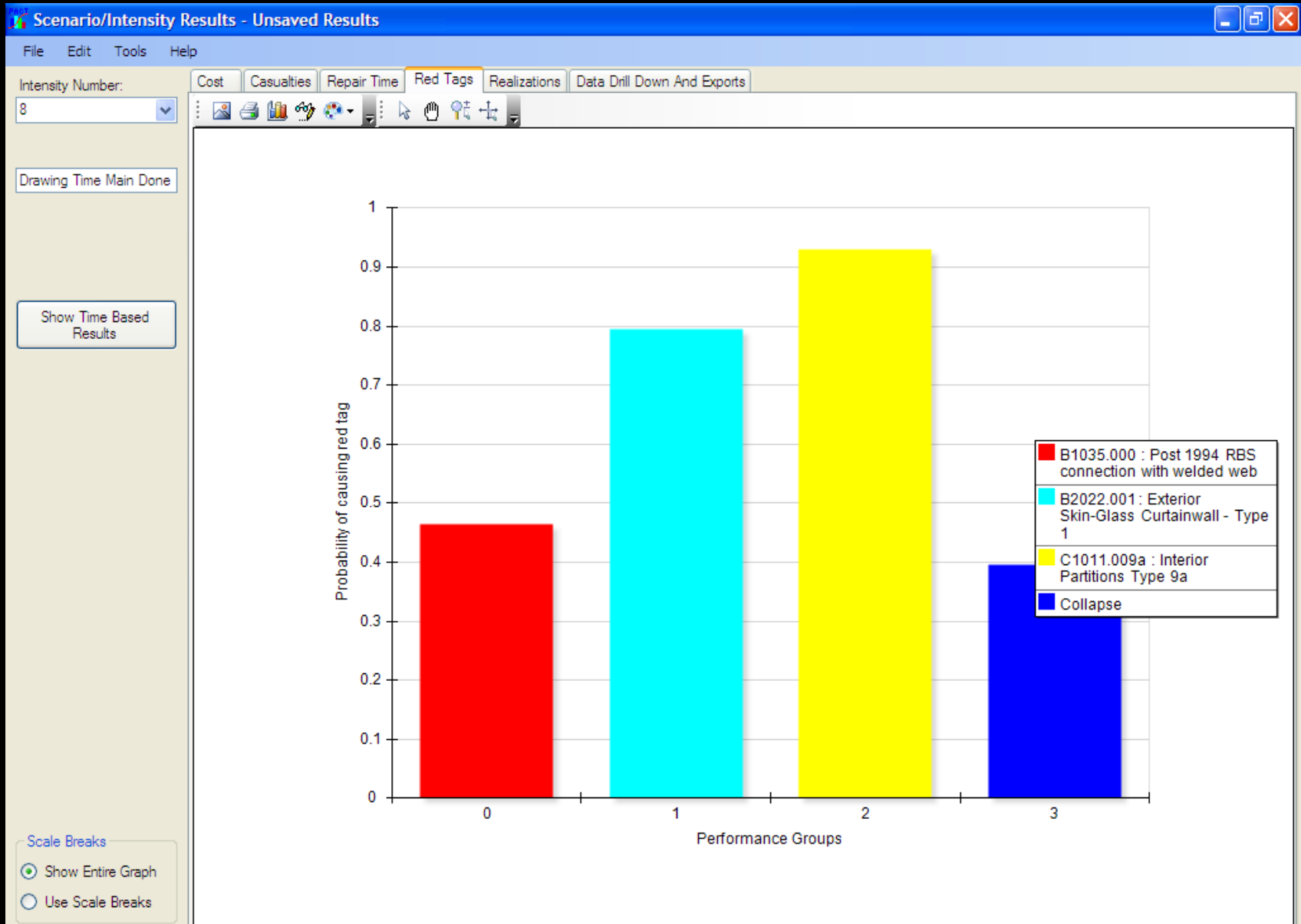
# Casualties



# Repair Time



# Unsafe Placards



# On-going Development

- Continued refinement in the process
- Assessment of Code-designed buildings
  - What are we achieving?
- Guidance for providing better performance
- Primer for Structural Engineers
- Information to provide to Owners, Developers and Architects

**Questions?**